

Notice of References Cited	Application/Control No. 10/645,819		Applicant(s)/Patent Under Reexamination GREEN ET AL.	
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*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Name	Classification
*	A	US-6,639,595	10-2003	Drebin et al.	345/426
*	B	US-6,268,860	07-2001	Bonello, Burckhardt	345/426
	C	US-			
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	L	US-			
	M	US-			

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*		Document Number Country Code-Number-Kind Code	Date MM-YYYY	Country	Name	Classification
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NON-PATENT DOCUMENTS

*		Include as applicable: Author, Title Date, Publisher, Edition or Volume, Pertinent Pages)
*	U	Peter-Pike Sloan, Jan Kautz, John Snyder, "Precomputed radiance transfer for real-time rendering in dynamic, low-frequency lighting environments," July 2002, ACM Transactions on Graphics (TOG), v. 21 n. 3
*	V	Timothy J. Purcell, Ian Buck, William R. Mark, Pat Hanrahan, "Ray tracing on programmable graphics hardware," July 2002, In Proceedings of the 29th Annual Conference on Computer Graphics and Interactive Technique
*	W	Robert L. Cook, "Stochastic sampling in computer graphics," Jan. 1986, ACM Transactions on Graphics (TOG), v.5 n.1, p.51-72
*	X	Stephen H. Westin , James R. Arvo , Kenneth E. Torrance, "Predicting reflectance functions from complex surfaces," July 1992, Proceedings of the 19th annual conference on Computer graphics and interactive techniques, p.255-264

*A copy of this reference is not being furnished with this Office action. (See MPEP § 707.05(a).)
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*	U	Tomas Möller, Eric Haines, "Real-Time Rendering," 1999, A.K. Peters, p. 68-71
*	V	Nathan A. Carr, Jesse D. Hall and John C. Hart, "The Ray Engine," March 2002, Tech. Rep. UIUCDCS-R-2002-2269, Department of Computer Science, University of Illinois
*	W	John D. Owens , William J. Dally , Ujval J. Kapasi , Scott Rixner , Peter Mattson , Ben Mowery, "Polygon rendering on a stream architecture," August 2000, Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware, p.23-32
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